

CLAIMS

Claims 1-36 were originally filed. Claims 30 and 32 have been re-written in an independent claim format that incorporates the claim language originally filed as claim 1. Claim 35 remains as originally filed. Claims 1-29, 31, 33, 34, and 36 are cancelled. No claims have been added. Claims 30, 32, and 35 are currently pending, and are in condition for allowance.

1. (Cancelled)
2. (Cancelled)
3. (Cancelled)
4. (Cancelled)
5. (Cancelled)
6. (Cancelled)
7. (Cancelled)
8. (Cancelled)
9. (Cancelled)
10. (Cancelled)
11. (Cancelled)
12. (Cancelled)
13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Cancelled)

19. (Cancelled)

20. (Cancelled)

21. (Cancelled)

22. (Cancelled)

23. (Cancelled)

24. (Cancelled)

25. (Cancelled)

26. (Cancelled)

27. (Cancelled)

28. (Cancelled)

29. (Cancelled)

30. (Currently Amended) ~~The system of claim 1, further~~ An interactive video system comprising:
 a representation of physical space, said representation comprising:
 a first viewpoint, said first viewpoint including:
 a first video clip;
 a plurality of views, including a first view and a second view;
 a navigation tool, said navigation tool providing for a first transition from said first view to said second view, wherein said first transition is said first video clip; and
 a file storing said representation, wherein said ~~proprietary~~ file is less than 1% of the size of an initial .avi file used to create said file.

31. (Cancelled)

32 (Currently Amended) ~~The system of claim 1, further~~ An interactive video system comprising:
 a representation of physical space, said representation comprising:
 a first viewpoint, said first viewpoint including:
 a first video clip;
 a plurality of views, including a first view and a second view;
 a navigation tool, said navigation tool providing for a first transition from said first view to said second view, wherein said first transition is said first video clip;
 a configuration heuristic, γ ;
 a bit rate, γ ; and
 a compression factor, wherein said configuration heuristic is invoked to automatically determine said frame rate, said bit rate, and said compression factor, and wherein said representation is stored in accordance with said frame rate, said bit rate, and said compression factor.

33. (Cancelled)

34. (Cancelled)

35. (Original) An interactive video system, comprising:
a display subsystem, including:
a plurality of views, comprising a first view, a zoom view, a tilt view, and a pan view;
a plurality of video clips, comprising a pan clip, a zoom clip, and a tilt clip, and an object clip;
a plurality of viewpoints, each said viewpoint comprising a subset of said plurality of views, a subset of said plurality of video clips, a viewpoint location and a viewpoint icon;
a photo-realistic object, said object comprising said object clip, an object location and an object icon;
a photo-realistic representation of physical space, said representation comprising said plurality of viewpoints and said object, wherein said object icon identifies said object location, and wherein said viewpoint icons identify said viewpoints locations for said viewpoints;
a blueprint, wherein said blueprint is a two-dimensional cross-sectional view of said representation, wherein said blueprint includes said viewpoint icon and said object icon; and
a compass, comprising a direction of a current view, wherein said compass indicates said current direction of said current view; and
a navigation subsystem, including:
a zoom tool, wherein said zoom tool provides for the navigation from said first view to said zoom view using said zoom clip;
a tilt tool, wherein said title tool provides for the navigation from said first view to said tilt view using said tilt clip; and
a pan tool, wherein said pan tool provides for the navigation from said first view to said tilt view using said pan clip.

36. (Cancelled)